****Shogunate 3072 Faction Attributes****

**The Faction Attributes of Shogunate 3072 reflect their relentless focus on offense, swift tactical strikes, and mastery of stealth and guerilla warfare. With a long history of rapid expansion and conflict, their fleet is designed for aggressive combat maneuvers and precision strikes, favoring weapon power and evasion over sheer defensive strength. Shogunate ships excel at hit-and-run tactics, assassinations, and surgical engagements, leveraging their combat prowess and speed to outmaneuver enemies. While their combat ships receive small but critical damage boosts, their exploration and commercial vessels are optimized for utility, diplomacy, and espionage, enhancing their ability to gather intelligence, conduct stealth operations, and execute covert trade missions. These attributes ensure that Shogunate 3072 remains a force to be reckoned with, capable of dominating both in open warfare and behind the scenes in the shadows of galactic politics.**

#### ****Patrol & Escort Ships (PC)****

1. **Ronin (Combat Patrol & Escort)**  
   **Attribute**: Silent Strike  
   **Effect**: +5% weapon damage when attacking first in combat, ideal for initiating skirmishes or ambushes.
2. **Yojimbo (Exploration Patrol & Escort)**  
   **Attribute**: Shadow Escort  
   **Effect**: +10% evasion in unexplored systems, increasing survivability during reconnaissance missions.
3. **Kensei (Commercial Patrol & Escort)**  
   **Attribute**: Tactical Trader  
   **Effect**: +15% cargo capacity when transporting high-value goods between Shogunate systems, optimized for clandestine trades.

#### ****Research Vessels****

1. **Seppun (Combat Research Vessel)**  
   **Attribute**: Combat Innovator  
   **Effect**: +5% weapon damage while conducting research in hostile territory.
2. **Kaishaku (Exploration Research Vessel)**  
   **Attribute**: Silent Investigator  
   **Effect**: +20% success rate for stealth scans and reconnaissance in deep-space systems.
3. **Tsurugi (Commercial Research Vessel)**  
   **Attribute**: Resource Manipulator  
   **Effect**: +15% yield from mined resources, with an additional 10% chance of discovering rare materials.

#### ****Diplomatic Ships (LCC)****

1. **Shogun (Combat Diplomatic Ship)**  
   **Attribute**: Diplomatic Enforcer  
   **Effect**: 5% chance to reduce enemy fleet morale during diplomatic engagements, weakening their combat effectiveness.
2. **Daimyo (Exploration Diplomatic Ship)**  
   **Attribute**: Shadow Negotiator  
   **Effect**: +15% success in diplomacy missions when negotiating with hostile or neutral factions.
3. **Hatamoto (Commercial Diplomatic Ship)**  
   **Attribute**: Stealth Diplomat  
   **Effect**: +20% to trade deals with neutral factions when operating in Shogunate-controlled systems.

#### ****Colony & Transport Ships (LPD)****

1. **Naginata (Combat Colony & Transport)**  
   **Attribute**: Colony Protector  
   **Effect**: +5% planetary defense boost when stationed at a colony under siege.
2. **Soryu (Exploration Colony & Transport)**  
   **Attribute**: Rapid Expansion  
   **Effect**: -20% time to establish new colonies, allowing the Shogunate to expand territory quickly.
3. **Katana (Commercial Colony & Transport)**  
   **Attribute**: Stealth Supplier  
   **Effect**: +25% resource delivery efficiency when transporting covert supplies to Shogunate colonies.

#### ****Frigate Class (FFG)****

1. **Musashi (Combat Frigate)**  
   **Attribute**: Precision Strike  
   **Effect**: +5% weapon accuracy and damage in fleet battles, ideal for precise offensive maneuvers.
2. **Koga (Exploration Frigate)**  
   **Attribute**: Stealth Scout  
   **Effect**: +20% success rate for discovering hidden anomalies or stealth missions.
3. **Masamune (Commercial Frigate)**  
   **Attribute**: Trade Master  
   **Effect**: +15% efficiency in resource and goods delivery between Shogunate-controlled systems.

#### ****Destroyer Class (DDG)****

1. **Yamato (Combat Destroyer)**  
   **Attribute**: Battle Commander  
   **Effect**: +5% damage output during major fleet engagements when leading an attack.
2. **Takeda (Exploration Destroyer)**  
   **Attribute**: Rapid Assault  
   **Effect**: +10% evasion and speed when leading exploration or tactical strikes in enemy territory.
3. **Oda (Commercial Destroyer)**  
   **Attribute**: Economic Enforcer  
   **Effect**: +15% trade profits from seized enemy resources during blockades or economic warfare.

#### ****Littoral Combat Ships (LCS)****

1. **Kamikaze (Combat Littoral Ship)**  
   **Attribute**: Orbital Striker  
   **Effect**: +5% damage to planetary defenses, specializing in lightning strikes from orbit.
2. **Ninja (Exploration Littoral Ship)**  
   **Attribute**: Hidden Blade  
   **Effect**: +20% chance to remain undetected during planetary scouting missions.
3. **Shinobi (Commercial Littoral Ship)**  
   **Attribute**: Covert Supplier  
   **Effect**: +25% cargo capacity for stealth supply missions in hostile territory.

#### ****Amphibious Assault Ships (LHA/LHD)****

1. **Rikishi (Combat Amphibious Assault)**  
   **Attribute**: Groundbreaker  
   **Effect**: +5% success rate in planetary invasion missions, focusing on breaking through enemy lines.
2. **Kamikaze II (Exploration Amphibious Assault)**  
   **Attribute**: Deep Strike  
   **Effect**: +15% speed and evasion during deep-space assault and exploration missions.
3. **Daimyo II (Commercial Amphibious Assault)**  
   **Attribute**: Logistic Overlord  
   **Effect**: +25% efficiency when transporting materials for planetary invasions or economic expansion.

#### ****Replenishment Ships (T-AO)****

1. **Mikasa (Combat Replenishment)**  
   **Attribute**: Battle Resupplier  
   **Effect**: +5% fleet supply rate during long-range combat engagements.
2. **Akashi (Exploration Replenishment)**  
   **Attribute**: Repair Expert  
   **Effect**: +20% repair speed for damaged fleets when stationed in a system.
3. **Haruna (Commercial Replenishment)**  
   **Attribute**: Hidden Resupply  
   **Effect**: +15% resource resupply efficiency to covert operations or stealth missions.

#### ****Stealth & Surveillance Ships (SSN)****

1. **Shinobi Master (Combat Stealth Ship)**  
   **Attribute**: Stealth Assassin  
   **Effect**: +5% damage when attacking from stealth, with a 10% bonus chance to avoid detection.
2. **Kurokage (Exploration Stealth Ship)**  
   **Attribute**: Cloak and Dagger  
   **Effect**: +15% success in scanning hidden anomalies or conducting covert exploration.
3. **Kunoichi (Commercial Stealth Ship)**  
   **Attribute**: Smuggler’s Trick  
   **Effect**: +25% cargo capacity for black market or covert trade routes.

#### ****Cruiser Class (CG)****

1. **Taira (Combat Cruiser)**  
   **Attribute**: Fearless Warrior  
   **Effect**: +5% damage reduction from enemy capital ships during fleet engagements.
2. **Heike (Exploration Cruiser)**  
   **Attribute**: Exploration Vanguard  
   **Effect**: +20% exploration speed and resource discovery in unexplored systems.
3. **Fujiwara (Commercial Cruiser)**  
   **Attribute**: Economic Powerhouse  
   **Effect**: +30% cargo capacity for major trade operations between systems.

#### ****Battleship Class (BB)****

1. **Satsuma (Combat Battleship)**  
   **Attribute**: War Titan  
   **Effect**: +5% damage reduction from all sources when engaged in long battles.
2. **Nagato (Exploration Battleship)**  
   **Attribute**: Rim Defender  
   **Effect**: +25% armor when defending Shogunate colonies on the galactic rim.
3. **Shigure (Commercial Battleship)**  
   **Attribute**: Trade Protector  
   **Effect**: +30% resource gain from protecting commercial fleets in hostile regions.

#### ****Space Carriers (CVN)****

1. **Amaterasu (Combat Carrier)**  
   **Attribute**: Sunstrike  
   **Effect**: +5% fighter squadron effectiveness during major fleet engagements.
2. **Tsukuyomi (Exploration Carrier)**  
   **Attribute**: Moonlit Explorer  
   **Effect**: +30% success for deep-space exploration missions, including anomaly scans.
3. **Susanoo (Commercial Carrier)**  
   **Attribute**: Storm’s Favor  
   **Effect**: +20% efficiency in clearing trade routes and establishing trade networks.

#### ****Command Ships (LCC)****

1. **Tokugawa (Combat Command Ship)**  
   **Attribute**: Shogun's Wrath  
   **Effect**: +5% to all fleet combat stats during coordinated assaults.
2. **Hattori (Exploration Command Ship)**  
   **Attribute**: Master Strategist  
   **Effect**: +25% efficiency in overseeing exploration and establishing new systems.
3. **Minamoto (Commercial Command Ship)**  
   **Attribute**: Industrial Commander  
   **Effect**: +30% resource production and trade efficiency when stationed in key systems.

### ****Shogunate 3072: Ships of the Line****

**The Shogunate 3072, a militant empire on the edge of the galaxy, has spent centuries preparing for an imminent threat that only they can perceive—the Kage no Oni, an ancient enemy lurking in the shadows of the darkest systems. Their fleet is designed not only for rapid conquest but also for survival against these unseen forces. The ships of Shogunate 3072 are built with the philosophy of "strike first and strike hard," using swift, decisive actions to overwhelm enemies before they can mount a defense. Every ship in their fleet is honed for combat, whether patrolling the borders of their systems or launching full-scale invasions against both known and unknown threats.**

The naming conventions of their ships draw heavily from the Shogunate’s deep cultural ties to the samurai code, with each vessel representing an aspect of their warrior ethos. The Kage no Oni influence is felt throughout the fleet’s design—many ships are equipped with advanced cloaking technology and stealth capabilities, enabling them to operate undetected in hostile territory. This focus on offense and stealth allows the Shogunate to strike from the shadows, much like the enemies they fear. Their ships, named after legendary samurai, warlords, and mythical weapons, embody the Shogunate's unyielding commitment to warcraft and survival in the face of both human and supernatural adversaries.

**Shogunate 3072’s faction-specific differences**

**E**very faction in RetroStellar is different, and every faction has set itself apart in its offensive and defensive capabilities. Shogunate 3072 prioritizes aggressive, fast attacks. They’re a highly mobile military force and tend to attack and disappear into the darkness, rather than putting up large fleet numbers like Mandate of God or other factions. Quick strikes. In and out, back into the shadows.

* **Weapon Power**: +10% increase in Weapon Power.
* **Shields**: -5% decrease in Shields (to represent the faster, more agile combat tactics).
* **Armor**: No change from the baseline.
* **Hull**: No change from the baseline.

### ****Patrol & Escort Ships (PC)****

**Patrol and Escort Ships are small, fast vessels that protect star systems and secure trade routes. These nimble ships often respond first to skirmishes or intrusions within a star system, acting as sentinels that protect the fleet’s most vulnerable assets. In addition to providing rapid responses to threats, these ships also serve as convoy escorts, ensuring that interstellar trade routes remain secure. Their high maneuverability allows them to quickly counter enemy attacks, making them ideal for system defense and skirmish engagements.**

1. **Ronin**
   * **Class**: Combat Patrol & Escort
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Primary combat escort and guard craft throughout the empire.
   * **Rank to Pilot**: Civilian Affiliate
   * **Ship Cost**: 600
   * **Max Cargo**: 160
   * **Max Shields**: 570
   * **Max Armor**: 300
   * **Max Hull**: 480
   * **Weapon Type**: Coilguns (Gauss Guns)
   * **Combat Power**: 2385
   * **Faction Attribute**: Silent Strike
   * **Evasion**:
   * **Crew Size**:
2. **Yojimbo**
   * **Class**: Exploration Patrol & Escort
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Deep space escort and scanner force multiplier on the galactic rim.
   * **Rank to Pilot**: Civilian
   * **Ship Cost**: 875
   * **Max Cargo**: 200
   * **Max Shields**: 380
   * **Max Armor**: 360
   * **Max Hull**: 400
   * **Weapon Type**: Coilguns (Gauss Guns)
   * **Combat Power**: 2045
   * **Faction Attribute**: Shadow Escort
   * **Evasion**:
   * **Crew Size**:
3. **Kensei**
   * **Class**: Commercial Patrol & Escort
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Principal cargo vessel for short trade routes and smuggling runs.
   * **Rank to Pilot**: Civilian
   * **Ship Cost**: 700
   * **Max Cargo**: 240
   * **Max Shields**: 380
   * **Max Armor**: 240
   * **Max Hull**: 400
   * **Weapon Type**: Coilguns (Gauss Guns)
   * **Combat Power**: 1805
   * **Faction Attribute**: Tactical Trader
   * **Evasion**:
   * **Crew Size**:

### ****Research Vessels****

**Research Vessels are dedicated to deep space exploration, scientific missions, and the recovery of ancient artifacts. Equipped with advanced scanners, research labs, and archaeological tools, these ships explore uncharted regions of space, searching for valuable resources and lost technology. Research Vessels are often dispatched to study spatial anomalies, unknown planets, and ancient relics that could provide technological breakthroughs or influence factional power dynamics. Their mission is to push the boundaries of known space and expand humanity’s understanding of the universe.**

1. **Seppun**
   * **Class**: Combat Research Vessel
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Sent in following initial discovery of new systems or anomalies.
   * **Rank to Pilot**: Senior Contractor
   * **Ship Cost**: 1050
   * **Max Cargo**: 320
   * **Max Shields**: 1140
   * **Max Armor**: 600
   * **Max Hull**: 960
   * **Weapon Type**: Plasma Weapons
   * **Combat Power**: 4671
   * **Faction Attribute**: Combat Innovator
   * **Evasion**:
   * **Crew Size**:
2. **Kaishaku**
   * **Class**: Exploration Research Vessel
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Used primarily in asteroid fields and nebulae for corporate research.
   * **Rank to Pilot**: Contractor
   * **Ship Cost**: 875
   * **Max Cargo**: 400
   * **Max Shields**: 760
   * **Max Armor**: 720
   * **Max Hull**: 800
   * **Weapon Type**: Plasma Weapons
   * **Combat Power**: 3991
   * **Faction Attribute**: Silent Investigator
   * **Evasion**:
   * **Crew Size**:
3. **Tsurugi**
   * **Class**: Commercial Research Vessel
   * **Faction of Origin**: Shogunate 3072
   * **Description**: A research ship known for its efficient resource extraction and analysis.
   * **Rank to Pilot**: Contractor
   * **Ship Cost**: 700
   * **Max Cargo**: 480
   * **Max Shields**: 760
   * **Max Armor**: 480
   * **Max Hull**: 800
   * **Weapon Type**: Plasma Weapons
   * **Combat Power**: 3511
   * **Faction Attribute**: Resource Manipulator
   * **Evasion**:
   * **Crew Size**:

### ****Diplomatic Ships (LCC)****

**Diplomatic Ships are vital for inter-faction relations, equipped with advanced communication systems and diplomatic suites. These vessels are used for negotiations, treaty signings, and peace talks, facilitating high-level diplomatic missions. Diplomatic Ships provide a neutral space for negotiations between warring factions or alliances, often serving as the last line of diplomacy before war erupts. They also transport ambassadors and dignitaries, ensuring that factional relations are maintained at the highest level.**

1. **Shogun**
   * **Class**: Combat Diplomatic Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Force maximizer and ‘show of strength’ in initial negotiations.
   * **Rank to Pilot**: Senior Engineer
   * **Ship Cost**: 1837
   * **Max Cargo**: 480
   * **Max Shields**: 1710
   * **Max Armor**: 1000
   * **Max Hull**: 1440
   * **Weapon Type:** EMP Weapons
   * **Combat Power**: 6992
   * **Faction Attribute**: Diplomatic Enforcer
   * **Evasion**:
   * **Crew Size**:
2. **Daimyo**
   * **Class**: Exploration Diplomatic Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Lead vessel in initial negotiations with new colony worlds.
   * **Rank to Pilot**: Engineer
   * **Ship Cost**: 1531
   * **Max Cargo**: 600
   * **Max Shields**: 1140
   * **Max Armor**: 1200
   * **Max Hull**: 1200
   * **Weapon Type:** EMP Weapons
   * **Combat Power**: 6012
   * **Faction Attribute**: Shadow Negotiator
   * **Evasion**:
   * **Crew Size**:
3. **Hatamoto**
   * **Class**: Commercial Diplomatic Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Lead vessel in trade negotiations among all other factions.
   * **Rank to Pilot**: Engineer
   * **Ship Cost**: 1225
   * **Max Cargo**: 720
   * **Max Shields**: 1140
   * **Max Armor**: 800
   * **Max Hull**: 1200
   * **Weapon Type**: EMP Weapons
   * **Combat Power**: 5212
   * **Faction Attribute**: Stealth Diplomat
   * **Evasion**:
   * **Crew Size**:

### ****Colony & Transport Ships (LPD)****

**Colony and Transport Ships play a vital role in planetary colonization and long-term defense. These large vessels carry colonists, supplies, and heavy machinery necessary for establishing new colonies. Beyond simply transporting resources, they are responsible for deploying planetary defense systems and supporting planetary development. As interstellar trade routes and new colonies are established, these ships ensure that both fledgling and mature colonies receive the supplies and reinforcements they need to thrive and defend against potential threats.**

1. **Naginata**
   * **Class**: Combat Colony & Transport
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Principal vessel to establish footholds on hostile colony worlds.
   * **Rank to Pilot**: Spaceman Apprentice
   * **Ship Cost**: 3215
   * **Max Cargo**: 960
   * **Max Shields**: 1900
   * **Max Armor**: 1800
   * **Max Hull**: 2000
   * **Weapon Type**: Missiles (Guided/Unmanned)
   * **Combat Power**: 11364
   * **Faction Attribute**: Colony Protector
   * **Evasion**:
   * **Crew Size**:
2. **Soryu**
   * **Class**: Exploration Colony & Transport
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Follows colony escort fleet, deploys the initial colony world equipment.
   * **Rank to Pilot**: Spaceman Recruit
   * **Ship Cost**: 2679
   * **Max Cargo**: 1200
   * **Max Shields**: 1900
   * **Max Armor**: 1800
   * **Max Hull**: 2000
   * **Weapon Type**: Missiles (Guided/Unmanned)
   * **Combat Power**: 9664
   * **Faction Attribute**: Rapid Expansion
   * **Evasion**:
   * **Crew Size**:
3. **Katana**
   * **Class**: Commercial Colony & Transport
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Deploys and maintains industrial colony world settlers and gear.
   * **Rank to Pilot**: Spaceman Recruit
   * **Ship Cost**: 2143
   * **Max Cargo**: 1400
   * **Max Shields**: 1900
   * **Max Armor**: 1200
   * **Max Hull**: 2000
   * **Weapon Type**: Missiles (Guided/Unmanned)
   * **Combat Power**: 8464
   * **Faction Attribute**: Stealth Supplier
   * **Evasion**:
   * **Crew Size**:

### ****Frigate Class (FFG)****

**Frigates are highly adaptable ships designed for multi-role operations, excelling in both combat and exploration missions. Their small size and versatility allow them to operate in deep space, conduct surveillance, and perform escort missions. Frigates are equipped for exploration, capable of navigating hazardous star systems, conducting reconnaissance, and engaging in anti-stealth operations. Their ability to quickly adapt to different environments and mission requirements makes them indispensable for exploration and patrol fleets, ensuring fleet safety and gathering intelligence.**

1. **Musashi**
   * **Class**: Combat Frigate
   * **Faction of Origin**: Shogunate 3072
   * **Description**: All-purpose combat frigate suitable for a variety of military missions.
   * **Rank to Pilot**: Petty Officer
   * **Ship Cost**: 5625
   * **Max Cargo**: 1250
   * **Max Shields**: 3990
   * **Max Armor**: 2000
   * **Max Hull**: 3000
   * **Weapon Type**: Laser Weapons (Directed Energy)
   * **Combat Power**: 15178
   * **Faction Attribute**: Precision Strike
   * **Evasion**:
   * **Crew Size**:
2. **Koga**
   * **Class**: Exploration Frigate
   * **Faction of Origin**: Shogunate 3072
   * **Description**: A specially outfitted research frigate for longer journeys to the galactic rim.
   * **Rank to Pilot**: Spaceman
   * **Ship Cost**: 4688
   * **Max Cargo**: 1500
   * **Max Shields**: 2660
   * **Max Armor**: 2400
   * **Max Hull**: 2500
   * **Weapon Type**: Laser Weapons (Directed Energy)
   * **Combat Power**: 12818
   * **Faction Attribute**: Stealth Scout
   * **Evasion**:
   * **Crew Size**:
3. **Masamune**
   * **Class**: Commercial Frigate
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Primarily a commercial escort frigate, retrofitted with a larger cargo bay.
   * **Rank to Pilot**: Spaceman
   * **Ship Cost**: 3750
   * **Max Cargo**: 1800
   * **Max Shields**: 2660
   * **Max Armor**: 1600
   * **Max Hull**: 2500
   * **Weapon Type**: Laser Weapons (Directed Energy)
   * **Combat Power**: 11218
   * **Faction Attribute**: Trade Master
   * **Evasion**:
   * **Crew Size**:

### ****Destroyer Class (DDG)****

**Destroyers are fast, highly maneuverable ships built for fleet defense and aggressive space combat. Their agility allows them to navigate through asteroid fields and other hazardous environments where larger ships might struggle. Destroyers protect capital ships from smaller, more agile enemies and can perform hit-and-run tactics, using their speed to outflank slower vessels. Equipped with powerful missile-based weaponry, Destroyers are a fleet’s first line of defense, excelling in anti-fighter and anti-ship engagements.**

1. **Yamato** 
   * **Class**: Combat Destroyer
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Mainline assault ship, ideal for anti-piracy fleet support.
   * **Rank to Pilot**: Petty Officer First Class
   * **Ship Cost**: 9844
   * **Max Cargo**: 2000
   * **Max Shields**: 5130
   * **Max Armor**: 3000
   * **Max Hull**: 4200
   * **Weapon Type:** Railguns (Electromagnetic Projectiles)
   * **Combat Power**: 20757
   * **Faction Attribute**: Battle Commander
   * **Evasion**:
   * **Crew Size**:
2. **Takeda**
   * **Class**: Exploration Destroyer
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Fitted with scanners and guns, primary lead escort for research missions.
   * **Rank to Pilot**: Petty Officer Second Class
   * **Ship Cost**: 8203
   * **Max Cargo**: 2500
   * **Max Shields**: 3420
   * **Max Armor**: 3600
   * **Max Hull**: 3500
   * **Weapon Type**: Railguns (Electromagnetic Projectiles)
   * **Combat Power**: 17837
   * **Faction Attribute**: Rapid Assault
   * **Evasion**:
   * **Crew Size**:
3. **Oda**
   * **Class**: Commercial Destroyer
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Main role in clearing asteroid fields of pirates and ‘undesirables’.
   * **Rank to Pilot**: Petty Officer Second Class
   * **Ship Cost**: 6563
   * **Max Cargo**: 3000
   * **Max Shields**: 3420
   * **Max Armor**: 2400
   * **Max Hull**: 3500
   * **Weapon Type**: Railguns (Electromagnetic Projectiles)
   * **Combat Power**: 15437
   * **Faction Attribute**: Economic Enforcer
   * **Evasion**:
   * **Crew Size**:

### ****Littoral Combat Ships (LCS)****

**Designed for planetary operations, Littoral Combat Ships operate in extremely low planetary orbits, facilitating rapid ground invasions and support missions. These vessels are modular, allowing for quick refits between planetary assault missions and exploration tasks. They deploy dropships, shuttles, and drones for both combat and logistical support during planetary assaults. Littoral Combat Ships can also be refitted by Replenishment Ships to serve as resupply vessels in long-range campaigns, making them critical assets in ground operations and flexible support missions.**

1. **Kamikaze**
   * **Class**: Combat Littoral Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Primary troop transport and gunship escort, deploys dropships from orbit.
   * **Rank to Pilot**: Senior Chief
   * **Ship Cost**: 17226
   * **Max Cargo**: 2800
   * **Max Shields**: 6840
   * **Max Armor**: 4000
   * **Max Hull**: 6000
   * **Weapon Type**: Smart Drones (Autonomous Combat Drones)
   * **Combat Power**: 27845
   * **Faction Attribute**: Orbital Striker
   * **Evasion**:
   * **Crew Size**:
2. **Ninja**
   * **Class**: Exploration Littoral Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Monitors initial setup and delivery of new colony world settlers and gear.
   * **Rank to Pilot**: Chief Petty Officer
   * **Ship Cost**: 14335
   * **Max Cargo**: 3500
   * **Max Shields**: 4560
   * **Max Armor**: 4800
   * **Max Hull**: 5000
   * **Weapon Type**: Smart Drones (Autonomous Combat Drones)
   * **Combat Power**: 23885
   * **Faction Attribute**: Hidden Blade
   * **Evasion**:
   * **Crew Size**:
3. **Shinobi**
   * **Class**: Commercial Littoral Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Larger cargo bay to deploy industrial factories to colony worlds.
   * **Rank to Pilot**: Chief Petty Officer
   * **Ship Cost**: 11484
   * **Max Cargo**: 4200
   * **Max Shields**: 4560
   * **Max Armor**: 3200
   * **Max Hull**: 5000
   * **Weapon Type**: Smart Drones (Autonomous Combat Drones)
   * **Combat Power**: 20685
   * **Faction Attribute**: Covert Supplier
   * **Evasion**:
   * **Crew Size**:

### ****Amphibious Assault Ships (LHA/LHD)****

**These powerful vessels transport ground forces for planetary invasions and provide logistical support for establishing planetary bases. Operating in low orbit, Amphibious Assault Ships deploy dropships, troop carriers, and other landing craft for planetary invasions. Once the ground forces are deployed, these ships can also provide ongoing support in terms of planetary defense or reinforcing military outposts. Their logistical capabilities ensure that troops are sustained in long-term planetary engagements, making them essential for planetary conquest and occupation.**

1. **Rikishi**
   * **Class**: Combat Amphibious Assault
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Secondary support for low orbit operations of ground assaults.
   * **Rank to Pilot**: Master Chief
   * **Ship Cost**: 30145
   * **Max Cargo**: 3600
   * **Max Shields**: 7980
   * **Max Armor**: 5000
   * **Max Hull**: 6000
   * **Weapon Type**: Energy Torpedoes (Fusion/Fission Warheads)
   * **Combat Power**: 33490
   * **Faction Attribute**: Groundbreaker
   * **Evasion**:
   * **Crew Size**:
2. **Kamikaze II** 
   * **Class**: Exploration Amphibious Assault
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Workhorse of all scientific and archeological planetary operations.
   * **Rank to Pilot**: Master Chief
   * **Ship Cost**: 25121
   * **Max Cargo**: 4500
   * **Max Shields**: 5320
   * **Max Armor**: 6000
   * **Max Hull**: 6000
   * **Weapon Type**: Energy Torpedoes (Fusion/Fission Warheads)
   * **Combat Power**: 28970
   * **Faction Attribute**: Deep Strike
   * **Evasion**:
   * **Crew Size**:
3. **Daimyo II** 
   * **Class**: Commercial Amphibious Assault
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Mainline commercial hauler and secondary escort for planetary industry.
   * **Rank to Pilot**: Master Chief
   * **Ship Cost**: 20097
   * **Max Cargo**: 5400
   * **Max Shields**: 5320
   * **Max Armor**: 4000
   * **Max Hull**: 6000
   * **Weapon Type**: Energy Torpedoes (Fusion/Fission Warheads)
   * **Combat Power**: 25270
   * **Faction Attribute**: Logistic Overlord
   * **Evasion**:
   * **Crew Size**:

### ****Replenishment Ships (T-AO)****

**Replenishment Ships are the logistical backbone of any long-range fleet operation. These ships resupply fleets with additional fighters, missiles, and munitions, allowing fleets to remain in combat for extended periods without returning to base. In addition to fleet resupply, Replenishment Ships can also deliver supplies to planetary outposts, ensuring that remote or besieged stations continue to operate. Their ability to keep front-line fleets operational during prolonged engagements makes them invaluable to large-scale campaigns.**

1. **Mikasa** 
   * **Class**: Combat Replenishment
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Re-arms and resupplies mainline fleet ships during long engagements.
   * **Rank to Pilot**: Force Master Chief
   * **Ship Cost**: 52754
   * **Max Cargo**: 4800
   * **Max Shields**: 10260
   * **Max Armor**: 6000
   * **Max Hull**: 9000
   * **Weapon Type**: Kinetic Kill Vehicles (KKVs)
   * **Combat Power**: 40668
   * **Faction Attribute**: Battle Resupplier
   * **Evasion**:
   * **Crew Size**:
2. **Akashi** 
   * **Class**: Exploration Replenishment
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Secondary hospital ship for galactic rim expeditions and storage.
   * **Rank to Pilot**: Fleet Master Chief
   * **Ship Cost**: 43962
   * **Max Cargo**: 6000
   * **Max Shields**: 6840
   * **Max Armor**: 7200
   * **Max Hull**: 7500
   * **Weapon Type**: Kinetic Kill Vehicles (KKVs)
   * **Combat Power**: 35728
   * **Faction Attribute**: Repair Expert
   * **Evasion**:
   * **Crew Size**:
3. **Haruna**
   * **Class**: Commercial Replenishment
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Cargo workhorse for resupply and repair of industrial colony worlds.
   * **Rank to Pilot**: Fleet Master Chief
   * **Ship Cost**: 35170
   * **Max Cargo**: 7200
   * **Max Shields**: 6840
   * **Max Armor**: 4800
   * **Max Hull**: 7500
   * **Weapon Type**: Kinetic Kill Vehicles (KKVs)
   * **Combat Power**: 30928
   * **Faction Attribute**: Hidden Resupply
   * **Evasion**:
   * **Crew Size**:

### ****Stealth & Surveillance Ships (SSN)****

**Stealth and Surveillance Ships specialize in covert operations, espionage, and tactical sabotage missions. Equipped with advanced cloaking technology and long-range sensor arrays, they excel at gathering intelligence on enemy fleets and launching surprise attacks. Their stealth capabilities make them perfect for spying, infiltrating enemy systems, and conducting deep space reconnaissance. These ships often work behind enemy lines, relaying critical information to fleet command while remaining undetected, striking with precision when the moment is right.**

1. **Shinobi Master**
   * **Class**: Combat Stealth Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Principal espionage and long-range intelligence gathering vessel.
   * **Rank to Pilot**: Ensign
   * **Ship Cost**: 92320
   * **Max Cargo**: 6000
   * **Max Shields**: 11400
   * **Max Armor**: 7000
   * **Max Hull**: 10200
   * **Weapon Type**: Particle Beam Weapons
   * **Combat Power**: 47264
   * **Faction Attribute**: Stealth Assassin
   * **Evasion**:
   * **Crew Size**:
2. **Kurokage**
   * **Class**: Exploration Stealth Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Specifically equipped to scan deep rim systems in hostile space.
   * **Rank to Pilot**: Fleet Command Master Chief
   * **Ship Cost**: 76933
   * **Max Cargo**: 7500
   * **Max Shields**: 7600
   * **Max Armor**: 5600
   * **Max Hull**: 8500
   * **Weapon Type**: Particle Beam Weapons
   * **Combat Power**: 40764
   * **Faction Attribute**: Cloak and Dagger
   * **Evasion**:
   * **Crew Size**:
3. **Kunoichi**
   * **Class**: Commercial Stealth Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Large cargo bay to transport equipment to high-risk rim systems.
   * **Rank to Pilot**: Fleet Command Master Chief
   * **Ship Cost**: 61546
   * **Max Cargo**: 9000
   * **Max Shields**: 7600
   * **Max Armor**: 5600
   * **Max Hull**: 8500
   * **Weapon Type**: Particle Beam Weapons
   * **Combat Power**: 35164
   * **Faction Attribute**: Smuggler’s Trick
   * **Evasion**:
   * **Crew Size**:

### ****Cruiser Class (CG)****

**Cruisers are the workhorses of interstellar fleets, performing multiple roles in both offensive and defensive capacities. Armed with guided energy weapons and advanced missiles, Cruisers excel in anti-fighter defense, deep space combat, and planetary bombardments. Their versatility allows them to switch between escorting larger capital ships like Space Carriers and leading fleet engagements in planetary invasions. They can protect key fleet assets while simultaneously delivering devastating firepower to enemy fleets and planetary defenses, ensuring they remain indispensable in any fleet formation.**

1. **Taira** 
   * **Class**: Combat Cruiser
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Vanguard of any planetary assault or system defense fleet.
   * **Rank to Pilot**: Lieutenant
   * **Ship Cost**: 161560
   * **Max Cargo**: 8000
   * **Max Shields**: 13680
   * **Max Armor**: 9600
   * **Max Hull**: 12000
   * **Weapon Type**: Nukes (Nuclear Missiles)
   * **Combat Power**: 55855
   * **Faction Attribute**: Fearless Warrior
   * **Evasion**:
   * **Crew Size**:
2. **Heike**
   * **Class**: Exploration Cruiser
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Usually a main vessel in clearing a path for new colony worlds.
   * **Rank to Pilot**: Lieutenant Junior Grade
   * **Ship Cost**: 134633
   * **Max Cargo**: 10000
   * **Max Shields**: 9120
   * **Max Armor**: 9600
   * **Max Hull**: 10000
   * **Weapon Type**: Nukes (Nuclear Missiles)
   * **Combat Power**: 47935
   * **Faction Attribute**: Exploration Vanguard
   * **Evasion**:
   * **Crew Size**:
3. **Fujiwara**
   * **Class**: Commercial Cruiser
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Economic force magnifier for major industrial projects in the galactic rim.
   * **Rank to Pilot**: Lieutenant Junior Grade
   * **Ship Cost**: 107706
   * **Max Cargo**: 12000
   * **Max Shields**: 9120
   * **Max Armor**: 6400
   * **Max Hull**: 10000
   * **Weapon Type**: Nukes (Nuclear Missiles)
   * **Combat Power**: 41535
   * **Faction Attribute**: Economic Powerhouse
   * **Evasion**:
   * **Crew Size**:

### ****Battleship Class (BB)****

**Battleships are the titans of any fleet, boasting unparalleled firepower and defense capabilities. These massive warships are designed for direct engagements with enemy fleets and provide critical support during large-scale space battles. Armed with advanced weapon systems and fortified with heavy armor and powerful shields, Battleships are built to absorb significant damage while delivering devastating blows to enemy forces. Their size and strength make them ideal for frontline engagements, commanding fleets, and protecting critical assets in deep space. With their overwhelming presence, Battleships are the cornerstone of any formidable fleet formation.**

1. **Satsuma**
   * **Class**: Combat Battleship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Carrier escort for main battle group in large scale engagements.
   * **Rank to Pilot**: Rear Admiral Upper Half
   * **Ship Cost**: 282728
   * **Max Cargo**: 10000
   * **Max Shields**: 17100
   * **Max Armor**: 10000
   * **Max Hull**: 14400
   * **Weapon Type**: Graviton Weapons (Theoretical)
   * **Combat Power**: 69260
   * **Faction Attribute**: War Titan
   * **Evasion**:
   * **Crew Size**:
2. **Nagato**
   * **Class**: Exploration Battleship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Command escort vessel on all galactic rim diplomatic missions.
   * **Rank to Pilot**: Captain
   * **Ship Cost**: 235607
   * **Max Cargo**: 12500
   * **Max Shields**: 11400
   * **Max Armor**: 12000
   * **Max Hull**: 12000
   * **Weapon Type**: Graviton Weapons (Theoretical)
   * **Combat Power**: 59460
   * **Faction Attribute**: Rim Defender
   * **Evasion**:
   * **Crew Size**:
3. **Shigure**
   * **Class**: Commercial Battleship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Muscle for all core world interstellar trade routes.
   * **Rank to Pilot**: Lieutenant Commander
   * **Ship Cost**: 188486
   * **Max Cargo**: 15000
   * **Max Shields**: 11400
   * **Max Armor**: 8000
   * **Max Hull**: 12000
   * **Weapon Type**: Graviton Weapons (Theoretical)
   * **Combat Power**: 51460
   * **Faction Attribute**: Trade Protector
   * **Evasion**:
   * **Crew Size**:

### ****Space Carriers (CVN)****

**Space Carriers are the centerpiece of any fleet, projecting immense power and serving as mobile command centers in deep space. These massive vessels deploy squadrons of both manned fighters and unmanned drones, allowing for maximum flexibility in space superiority operations and planetary assaults. The manned fighters excel in adaptive combat scenarios where human pilots make real-time decisions, while unmanned drones are ideal for precision strikes, scouting missions, and overwhelming enemy forces with sheer numbers. Space Carriers sustain long-range fleet operations, allowing fleets to stay in deep space without needing frequent resupply from space stations.**

1. **Amaterasu**
   * **Class**: Combat Carrier
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Traditional flagship and ‘Hand of God’ on all major engagements.
   * **Rank to Pilot**: Admiral
   * **Ship Cost**: 494774
   * **Max Cargo**: 12000
   * **Max Shields**: 20520
   * **Max Armor**: 12000
   * **Max Hull**: 18000
   * **Weapon Type**: Smart Drones (Autonomous Combat Drones)
   * **Combat Power**: 83796
   * **Faction Attribute**: Sunstrike
   * **Evasion**:
   * **Crew Size**:
2. **Tsukuyomi**
   * **Class**: Exploration Carrier
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Command vessel on any first contact and planetary negotiation fleet.
   * **Rank to Pilot**: Vice Admiral
   * **Ship Cost**: 412312
   * **Max Cargo**: 15000
   * **Max Shields**: 13680
   * **Max Armor**: 14400
   * **Max Hull**: 15000
   * **Weapon Type**: Smart Drones (Autonomous Combat Drones)
   * **Combat Power**: 71956
   * **Faction Attribute**: Moonlit Explorer
   * **Evasion**:
   * **Crew Size**:
3. **Susanoo** 
   * **Class**: Commercial Carrier
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Clears the way to help establish equipment on new colony worlds
   * **Rank to Pilot**: Vice Admiral
   * **Ship Cost**: 329850
   * **Max Cargo**: 18000
   * **Max Shields**: 13680
   * **Max Armor**: 9600
   * **Max Hull**: 15000
   * **Weapon Type**: Smart Drones (Autonomous Combat Drones)
   * **Combat Power**: 61956
   * **Faction Attribute**: Storm’s Favor
   * **Evasion**:
   * **Crew Size**:

### ****Command Ships (LCC)****

**Command Ships are the nerve center of any fleet, coordinating large-scale fleet movements and planetary campaigns. Serving as mobile command centers, these vessels are equipped with advanced control systems and communication suites, allowing fleet admirals or faction leaders to direct massive fleet operations. Command Ships are crucial in high-level strategic planning, offering real-time tactical data and coordination during critical battles. Their presence is essential for large campaigns, providing centralized leadership to ensure that entire fleets operate in unison.**

1. **Tokugawa** 
   * **Class**: Combat Command Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Flagship for any long-term engagement anywhere in the galaxy.
   * **Rank to Pilot**: Grand Admiral
   * **Ship Cost**: 865855
   * **Max Cargo**: 16000
   * **Max Shields**: 28500
   * **Max Armor**: 15000
   * **Max Hull**: 24000
   * **Weapon Type**: Anti-Matter Weapons (Theoretical)
   * **Combat Power**: 111825
   * **Faction Attribute**: Shogun’s Wrath
   * **Evasion**:
   * **Crew Size**:
2. **Hattori** 
   * **Class**: Exploration Command Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Flagship on empire-wide surges into unknown sectors of space.
   * **Rank to Pilot**: Fleet Admiral
   * **Ship Cost**: 721546
   * **Max Cargo**: 16000
   * **Max Shields**: 28500
   * **Max Armor**: 15000
   * **Max Hull**: 24000
   * **Weapon Type**: Anti-Matter Weapons (Theoretical)
   * **Combat Power**: 11825
   * **Faction Attribute**: Master Strategist
   * **Evasion**:
   * **Crew Size**:
3. **Minamoto** 
   * **Class**: Commercial Command Ship
   * **Faction of Origin**: Shogunate 3072
   * **Description**: Principal vessel to establish industrial connections to colony worlds.
   * **Rank to Pilot**: Fleet Admiral
   * **Ship Cost**: 577237
   * **Max Cargo**: 24000
   * **Max Shields**: 19000
   * **Max Armor**: 12000
   * **Max Hull**: 20000
   * **Weapon Type**: Anti-Matter Weapons (Theoretical)
   * **Combat Power**: 82825
   * **Faction Attribute**: Industrial Commander
   * **Evasion**:
   * **Crew Size**:****